

MEGA

By Trevor (smila) Storey



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ATTACH

PC

SMILA

OMEGA

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YET AGAIN Terra is in deadly peril as diplomatic relations with the Hsiffies Khanate disintegrate into tatters.

The Hsiffies - nasty yellow, buck-toothed, slimy aliens, who cheat at poker, mistreat their mothers and Jump red lights - are hell-bent on destroying the Terran empire.

To combat this insidious alien threat, DAMOCLES has been reformed. As a member of that elite squadron, your mission is to obliterate as much of the Hsiffan attack fleet as possible.

You are advised to enhance your ship's abilities to an to improve your chances against the Hsiffan threat.

Most of the attacking formations yield a credit if they're completely destroyed, and, depending on how many credits have been earned, extra weaponry can be bolted onto the ship. This Armament may be acquired in the

'weapon collection screens', which are a group of icons that frequently cross your path between alien attacks. Each icon has its price, and the extras you can afford are highlighted in red, while items out of your price range are in blue. Just fly over the desired icon, and within seconds more death power is at your disposal.

Remember, though, that the weapons are not permanent. After a pre-set time they start to fade away, quite possibly leaving you in a nasty situation.



Extra speed: Defending Terra is a speedy buisness and without extra velocity you may soon be pushing up daisies in a war grave. but be careful not to overdose on speed, because the ship's engine soon overload and will go slower than before. only 1 credit



More Bullets: The rudimentary fire power accredited to the basic ship is sufficient for dealing with the namby-pamby front-line attack force, but you really ought to be better equiped when entering later levels. With grade three gunnery hugging the the ships hull ,fool be the Hsiffite who messes you around . To you John, two credits.



Multiple fire: Those sneaky devils will attack from all sides, so guard your back, port and starboard sides with super multi-fire - ideal for dealing with the spinning wheel of death that's sure to be encountered once you've aquired some space skill. a snip at a mere three credits.



Fish Weapon: For four credits , extra pulse-lasers from the amphibian planet Zlot can be yours. Blow away the enemy with impressive ease and take away the strain from alien encounters. Experience surprise as previously invulnerable space monsters boil away into their component molecules.



Protector: Lacerate any fool hsiffy trying to encroach on your personal airspace with this ball of razor sharp shrapnell and galss. It chops, it mashes, it winds and grinds, and apart from all that it looks good.Astound your enemies and amaze your friends with the style and elegence that five credits will make yours.



Supa Shield: The champagne of armament, the creme de menthe of the weapons world. Makes Hsiffans look like the lager-shandy of the alien threat league. but excellence costs, and a Supa Shield carries the not immodest price tag of six credits. Not cheap. Still, if you want to put thewind up the enemy there's nothing finer than a Supa Shield to do it with.



Controls:
Press and hold "z" to fire.
Use the arrow keys to move.
Esc to quit.
F2 to restart.
Its as simple as that.

Created in 2005 by Trevor (Smila) Storey.

Ive always loved shooters so decided to do one , i hope you enjoy it.

Big thanks go the Chris Abbott for the fanstic remixed tunes, the game wouldn't of been the same without them -cheers dude.

If you'd like to say hello come along to www.retroremakes.com and leave a post in the forum.